

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method of performing a competition between teams by means of at least two sets of modular units, the method comprising acts of:

connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit with each modular unit having a plurality of ports;

determining which one of the plurality of ports of the first set of modular unit-in-the first-set units is connected to which one of the plurality of ports of the second set of modular unit-or-units-in-the first-set;

~~determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;~~

determining a set of information items for at least one modular unit, wherein each information item individually relates to a specific modular unit in ~~said the first and second~~ sets, wherein ~~said the~~ set of information items represents competition-related information, wherein ~~said the determined~~ set of information items comprises connection-related information indicating ~~physical locations of said modular units relative to one another as interconnected in which ones of the plurality of ports of the first set of modular units are~~

connected to which ones of the plurality of ports of the second set of modular units;

~~creating a common game space, and wherein the competition-related information of connected modular units during the competition is determined based on the physical locations of said connected modular units relative to one another; including the determined set of information items based on the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units such that each unique indication of connections of ports between the first and second set of modular units results in a correspondingly unique game space; and~~
~~distributing the set of information items to the corresponding connected modular units; and~~

presenting said the set of information items on the connected modular units during the competition.

2. (Currently amended) The method as claimed in claim 1, further comprising acts of:

receiving a first information item representing a property of a connected modular unit; and

setting a competition-related information item of connected modular units during the competition based on the received first information item and based on ~~the physical location of said~~ which of a plurality of ports of the connected modular unit is connected relative to other modular units.

3. (Currently amended) A method according to claim 1, wherein the competition is a first competition, the method further comprising acts of:

receiving a second information item representing a second competition; and
setting a competition-related information item of connected modular units during the second competition based on the received second information item and based on the physical location of a which of a plurality of ports of the connected modular unit from which the second information item is received is connected relative to other connected modular units.

4. (Currently amended) The method according to claim 1, further comprising acts of:

~~disconnecting-connecting a third set of modular units from the first and second set of modular units, wherein said third set comprises at least one modular unit;~~

~~—connecting a fourth set of modular units to said modular unit to at least one of the first and second set of modular units, wherein said connected fourth set comprises at least one connected modular unit;~~

receiving a ~~fourth-third~~ information item from the ~~fourth set of connected~~third modular unitsunit; and

setting a competition-related information item of all connected modular units during the competition based on the received ~~fourth-third~~ information item and based on ~~a physical location of the fourth set of the~~ which of a plurality of ports of the third modular unit is connected modular units ~~relative to the first set of connected modular units and the second~~

~~set of ports of other~~ connected modular units.

5. (Currently amended) A computer system for performing a competition between teams by means of at least two sets of modular units, ~~said the~~ computer system comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit with each modular unit having a plurality of ports;

means for determining which one of the plurality of ports of the first set of modular unit-units is connected to which one of the plurality of ports of the second modular unit-or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in ~~said the first and second~~ sets; wherein ~~said the~~ set of information items represents competition-related information of connected modular units during the competition, wherein ~~said the~~ set of information items comprises connection-related information indicating physical locations of ~~said connected modular units relative to one another as interconnected in said sets in which~~ ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units;

~~creating a common game space, and wherein the competition-related information during the competition depends on the physical locations of said connected modular units relative to one another; including the determined set of information items based on the~~

indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units such that each unique indication of connections of ports between the first and second set of modular units results in a correspondingly unique game space; and

~~means for distributing the set of information items to the corresponding connected modular units in said sets; and~~

means for presenting one of ~~said the~~ information items during the competition.

6. (Currently amended) A computer-executable code stored on a computer-readable medium for performing a competition between teams by means of at least two sets of modular units, ~~said the~~ code when executed by a computer, executes acts of:

connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit with each modular unit having a plurality of ports;

determining which one of the plurality of ports of the first set of modular unit in the first set is connected to which one of the plurality of ports of the second set of modular unit or units in the first set;

~~determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;~~

~~—determining for a set of information items at least one modular unit,~~

wherein each information item individually relates to a specific modular unit in said

the first and second sets,

wherein ~~said the~~ set of information items represents competition-related information of connected modular units during the competition,

wherein ~~said the~~ set of information items comprises connection-related information indicating physical locations of said connected modular units relative to one another as interconnected in which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units;

creating a common playfield; and

~~wherein the competition-related information during the competition depends on the physical locations of said connected modular units relative to one another;~~

~~distributing the set of information items to the corresponding connected modular units; and;~~ including the determined set of information items based on the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units such that each unique indication of connections of ports between the first and second set of modular units results in a correspondingly unique game space; and

presenting ~~said the~~ set of information items on the connected modular units during the competition.

7. (Currently amended) A modular unit for performing a competition between teams by means of at least two sets of modular units, ~~said the~~ modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit with each modular unit having a plurality of ports;

means for determining which one of the plurality of ports of the first set of modular unit-units is connected to which one of the plurality of ports of the second set of modular unit-or-units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in said the first and second sets, wherein said the set of information items represents competition-related information of connected modular units during the competition, wherein said the determined set of information items comprises connection-related information indicating physical locations of said connected modular units relative to one another as interconnected in said sets in which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units;

creating a common game space, and wherein the competition-related information during the competition depends on the physical locations of said connected modular units relative to one another; including the determined set of information items based on the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units such that each unique indication of connections of ports between the first and second set of modular units results in a correspondingly unique game space;

means for distributing the set of information items to the corresponding connected modular units in ~~said the first and second~~ sets; and

means for presenting one of ~~said the~~ information items during the competition.

8. (Currently amended) The modular unit as claimed in claim 7, further comprising:

means for receiving a first information item representing a property of a connected modular unit; and

means for setting a competition-related information item of ~~said the~~ connected modular units during the competition based on the received first information item and based on ~~the physical location of said which of a plurality of ports of the~~ connected modular unit is connected relative to other connected modular units.

9. (Currently amended) The modular unit according to claim 7, further comprising:

means for receiving a second information item representing a second competition;
and

means setting a competition-related information item based on the received second information item and based on ~~the physical location of a which of a plurality of ports of the~~ connected modular unit from which the second information item is received is connected relative to other connected modular units.

10. (Currently amended) The method as claimed in claim 1, wherein the ~~physical locations~~

~~of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of the common game space during the competition.

11. (Currently amended) The method as claimed in claim 1, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of players relative to one another within the common game space during the competition.

12. (Currently amended) The computer system as claimed in claim 5, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of the common game space during the competition.

13. (Currently amended) The computer system as claimed in claim 5, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of players

within the common game space during the competition.

14. (Currently amended) The computer-executable code stored on a computer-readable medium as claimed in claim 6, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of the common game space during the competition.

15. (Currently amended) The computer-executable code stored on a computer-readable medium as claimed in claim 6, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of players within the common game space during the competition.

16. (Currently amended) The modular unit as claimed in claim 7, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of the common game space during the competition.

17. (Currently amended) The modular unit as claimed in claim 7, wherein the ~~physical locations of said connected modular units relative to one another~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of players within the common game space during the competition.

18. (Currently amended) The modular unit as claimed in claim 7, wherein the ~~relative physical locations of said connected modular units~~ indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines an allocation of competition related information during the competition.

19. (Currently amended) The modular unit as claimed in claim 7, wherein a cumulative physical layout of ~~said the~~ connected modular units including the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a size of a play field during the competition.

20. (Currently amended) The modular unit as claimed in claim 7, wherein a cumulative physical layout of ~~said the~~ connected modular units including the indication of

which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a shape of a play field during the competition.

21. (Currently amended) The modular unit as claimed in claim 7, wherein a cumulative physical layout of ~~said the~~ connected modular units including the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a layout of virtual players during the competition.

22. (New) A modular unit for performing a competition between teams by means of at least two sets of modular units, the modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in the first and second sets, wherein the set of information items represents competition-related information of connected modular units during the competition, wherein the set of information items comprises connection-related information indicating physical locations of the connected modular units relative to one

another as interconnected in the first and second sets in a common game space, and wherein the competition-related information during the competition depends on the physical locations of the connected modular units relative to one another;

means for distributing the set of information items to the corresponding connected modular units in the sets; and

means for presenting one of the information items during the competition,

wherein a cumulative physical layout of the connected modular units determines at least one of a size of a play field and a layout of virtual players during the competition.